

SHORT-ORDER
**SAM'S
FAMOUS
FAST-FOOD
COOKBOOK**



ACTIVISION.



COOKING BASICS



Business is booming at "The Grille". Hamburger orders are just pouring in. But back in the Assembly Room, the Food Dispenser is pouring out condiments everywhere. Help Short-Order Sam fill each order with the proper combination of tomatoes, onions, lettuce and cheese. And don't forget the bun! Then, rush the completed orders to the Wrapping Room fast. Alright cooks, grab your spatulas!

1. **Insert game cartridge** into your video game console with power OFF. Then, turn power ON.
2. **Plug in Joystick Controller(s).** Solo player uses left Joystick.
3. **Select game variation** by pressing the game select switch. You have less time to complete each order in the higher game variations.
 - Games 1, 3, 5, 7—One player.
 - Games 2, 4, 6, 8—Two players taking turns.
4. **Difficulty switches**
 - Left Difficulty Switch
 - A: Plays music only between waves.
 - B: Plays music continuously.
 - Right Difficulty Switch is not used.
5. **The Joystick Controller** is held with the red button in the upper left position.
 - To move Sam up, down, left and right, move the Joystick in that direction.
 - Press and hold the red button down to reject unwanted condiments.
 - Press the red button to drop completed hamburgers into the wrapping chute.

**OPEN-FLAME
OVEN**

**PERFORMANCE
RATING**

**SHORT-ORDER
SAM**

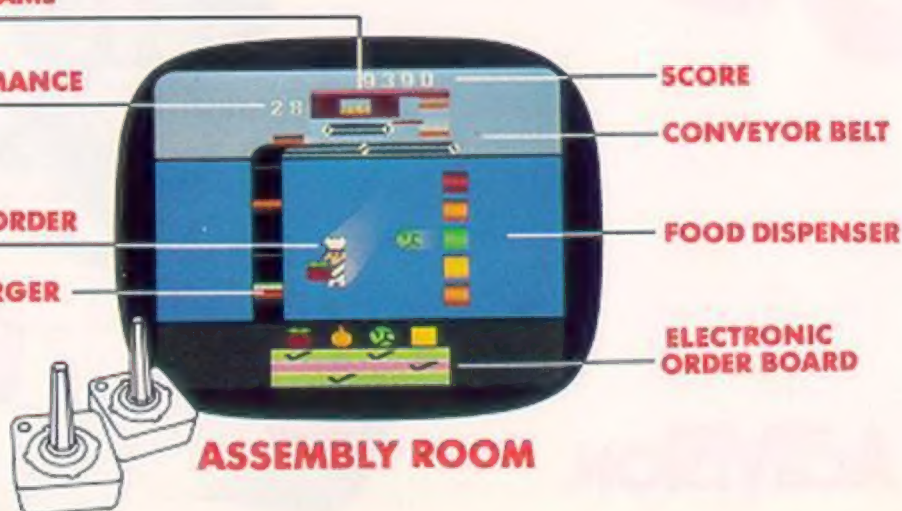
HAMBURGER

SCORE

CONVEYOR BELT

FOOD DISPENSER

**ELECTRONIC
ORDER BOARD**



ASSEMBLY ROOM



6. **To begin the game**, press the game reset switch.
7. **Performance Rating.** You begin with 50 performance points. You can add or lose performance points depending on your efficiency as a cook.
You earn 10 performance points each time:
 - Your score increases 10,000 points. The maximum performance rating is 99 points.
 You lose 1 performance point each time:
 - Any condiment is wasted, smashing against Short-Order Sam or the conveyor belt.
 - You place the same type of condiment on any hamburger more than once.
 You lose 5 performance points each time:
 - You drop a hamburger into the wrong wrapping chute.
 - You miss the wrapping chute when you drop the hamburger.
 You lose 10 performance points each time:
 - A hamburger falls off the end of the conveyor belt.
8. **Scoring.** Each time you catch a condiment you score 5 points. You score 10 points for placing any type of condiment on any hamburger for the first time. 100 points are awarded each time you drop a completed hamburger into the correct wrapping chute. Efficiency Bonus Points and Burger Bonus Points reward you and boost your score at the end of each wave.
9. **End of Game.** The game ends when your Performance Rating drops to zero.

Note to owners of Sears Tele-Games® Video Arcade™. Difficulty is called skill, and **A** is **expert**, **B** is **novice**.



AUTOMATED FOOD SERVICES SILVER KITCHEN

The Automated Food Services Silver Kitchen occupies two rooms in the back of "The Grille". Hamburgers are cooked and orders are filled in the Assembly Room. Completed hamburgers are wrapped and sacked in the Wrapping Room.

ASSEMBLY ROOM

Open-flame oven and conveyor belt.

Hamburger patties charbroil over the open-flame oven and topple onto the bottom half of a bun. The hamburgers continue along the conveyor belt.

Food Dispenser. Big juicy tomatoes, eight-pound onions, crisp heads of lettuce and squares of cheese fly out of the Food Dispenser one at a time, but hardly ever in the right order. The dispenser throws out the top half of the bun when the proper combination of condiments are placed on a hamburger.

Electronic Order Board. A maximum of three orders appear on the Electronic Order Board at any one time. Each order is color-coded: red, green or blue. A check (✓) registers under the condiments needed to fill each order.

WRAPPING ROOM

Wrapping and Sacking Machine.

Wrapping and Sacking Machine is equipped with three separate color-coded automatic wrappers. The colors are red, green and blue, corresponding to those on the Electronic Order Board. Completed orders are wrapped and sacked one at a time.





MAKING BETTER BURGERS



Catching ingredients. Flying condiments must collide with Sam's rather rotund stomach—head-on, left or right sides—to be caught. When they hit him anywhere else, splat!

Rejecting ingredients. When you don't want a condiment, press the red button and the condiment will bounce off Sam's stomach. None of the orders ever require any condiment more than once.

Building burgers. Condiments are placed one at a time on the burgers. Touch the burger with the ingredient to place the ingredient on it. When every ingredient needed has been placed on a burger, the color bar on the Electronic Order Board corresponding to that order flashes.

Wrapping burgers. To complete the order, rush Sam to the bottom of the Assembly Room and enter the Wrapping Room. Drop the hamburger into the wrapping chute that is the same color as the flashing bar on the Electronic Order Board.

JOIN ACTIVISION'S "SHORT-ORDER SQUAD"

Filling orders can really run you ragged, especially at "The Grille". But if you score 45,000 points or more, then we think the cook deserves a round of applause. Stand up and become a bona-fide member of the Activision "Short-Order Squad".

Just sandwich a snapshot of your savory score in an envelope, along with your name and address, and send it to us. We'll be delighted to send you the "Short-Order Squad" emblem shown below.

Be sure to write the name "PRESSURE COOKER" and your score on the bottom corner of the envelope.





HAMBURGER HERITAGE



Most Americans eat many, many hamburgers each year. But did you know that the name "hamburger" comes from "Hamburg steak" which was a marinated meat dish served in 1801 England? Scholars that study the origins and evolution of food are called Food Historians. Let's see how much you know about the history of the hamburger.

Q. The first hamburger was served in America in what year?

A. In 1900, in New Haven, Connecticut, Louis Lassen served the first hamburger between two slices of toast at his lunch wagon.

Q. When was the first hamburger served between a bun?

A. In 1904, at the Louisiana Purchase Exposition held in St. Louis.

Q. When was the first cheeseburger served in America?

A. In Los Angeles in 1929.

Q. Was the Hamburg steak ever prescribed as medicine?

A. The answer is yes. An English doctor named J.H. Salisbury prescribed the "Salisbury Steak" to his patients.

Q. Were hamburgers ever inflated in an attempt to raise the Titanic?

A. The answer is no.





COOKING UNDER PRESSURE



Tips from Garry Kitchen, designer of Pressure Cooker.™

Garry Kitchen is a Senior Designer at Activision. In addition to Pressure Cooker™, Garry designed the best-selling hit, Keystone Kapers™. Garry is a dynamite ping-ponger and, of course, loves to eat hamburgers.

"The Automated Food Services Silver Kitchen waits for no cook. Of course, neither do customers. Here are some tips I use to keep the customers happy and take some pressure off myself.

"First of all, keep moving. The open-flame oven never stops cooking, so you never have time to just stand around. Run to the conveyor belt and place the condiment on the hamburger. After dropping a hamburger into a wrapping chute, hurry back to the Assembly Room. Don't waste time watching the order fall into the sack.

"Also, it is important to remember that the Food Dispenser only throws out one condiment at a time. So, if there is one in particular that you need, then move closer to the dispenser and reject the ones that you don't need. It'll really speed things up, and you'll get the condiment that you do need sooner.

"Lastly, there will be times when you catch a condiment that you don't want. When that happens, place it on the hamburger at the top of the conveyor belt and hope the next order will need it. But more importantly, try not to catch any useless condiments.

"When it's closing time at 'The Grille', and all the customers have gone home, drop me a line. I'd love to know how your shift went."

Garry Kitchen



Let us get to know you! If you have questions or comments about our games or clubs, or want to be added to our mailing list, drop us a note or call the "Game Hotline" toll-free at (800) 633-GAME. In California please call (415) 940-6044/5.

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